FANTAVISION™

EVERYONE
E
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FantaVision™ Tips and Hints
PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail (subject to availability), $5.00 $20.00 for card recharge

Within Canada: 1-900-451-5757
$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support:
1-800-345-SONY (1-800-345-7669)

Call this number for help with technical supoprt, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

PlayStation 2 Online: www.SCEA.com
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

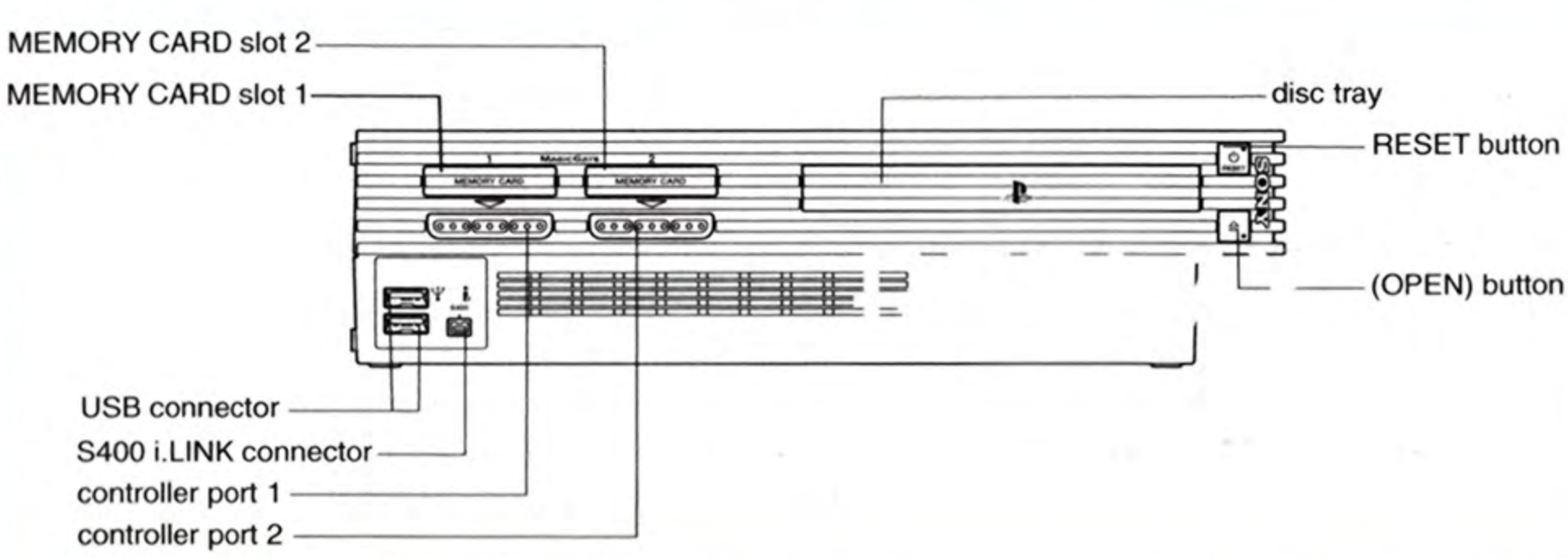
TABLE OF CONTENTS

FANTAVISION™

01. Getting Started
02. Memory Card (8MB) (for PlayStation® 2)
03. Options
04. Pause Menu
05. Game Controls
07. Gameplay Elements
09. Main Menu
10. Rules of the Game
11. How To Play
16. Types of Flares
23. 2-Player Rules
24. 2-Player Menu Option Settings
25. Replay
27. Credits
28. Warranty

1

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the FantaVision™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

MEMORY CARD (8MB) (for PlayStation 2)

To save game setting and progress, insert a MEMORY CARD (8MB) (for PlayStation 2) into MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system before starting play. You can load your saved games from the same MEMORY CARD (8MB) (for PlayStation 2) or from any MEMORY CARD (8MB) (for PlayStation 2) containing previously saved FantaVision games. To read about how to save and load games, see "Saving and Loading Game Data" on page 9.

The game data can be Saved/Loaded using the MEMORY CARD (8MB) (for PlayStation 2). The high score and various settings can also be saved.

3

OPTIONS

In the Options Menu, various settings of the game can be changed. Select the item using the Left Analog Stick.

SOUND	Set the sound to STEREO or MONO
BGM VOLUME	Turn the volume of the music UP/DOWN
SOUND EFFECTS VOLUME	Turn the volume of the sound effects UP/DOWN
VIBRATION	Set the DUALSHOCK 2 analog controller vibration function ON/OFF
FLASH SOUND EFFECTS DELAY	Set the delay of the sound effects for the fireworks display
EXIT	Exit and return to the previous menu

PAUSE MENU

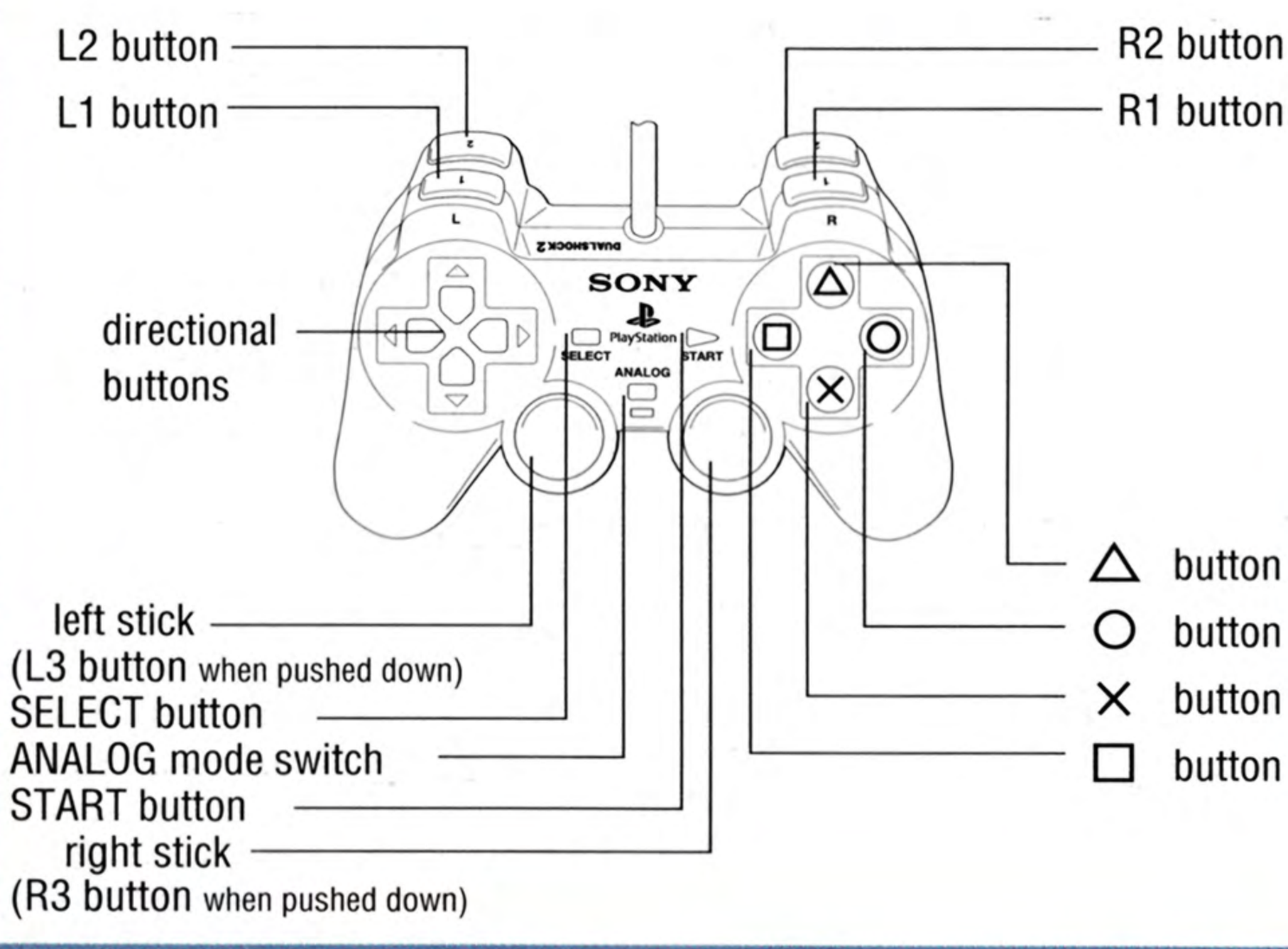
Press the START button to Pause the game. When the Pause Menu is displayed, select items using the Left Analog Stick and press the ⊗ button to confirm.

CONTINUE	Return to the game
OPTIONS	Review and/or change Game Settings (See page 3 for more details)
EXIT	Return to the Main Menu (See page 9 for more details)

5

GAME CONTROLS

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



LED Display (Red)

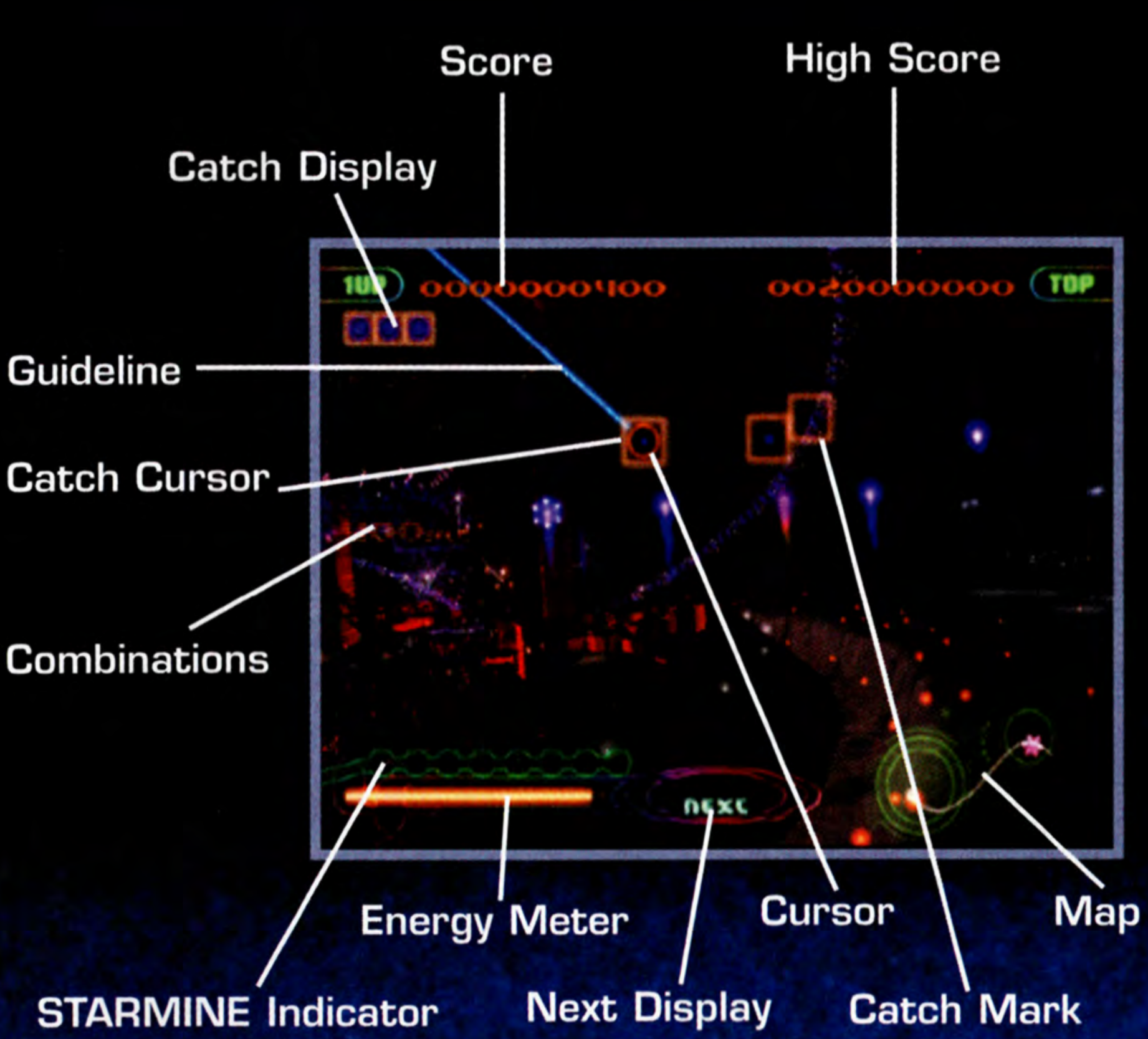
- The DUALSHOCK 2 analog controller is always in Analog mode during the game. The LED display should always be lit when playing FantaVision.
- The game cannot be played with controllers other than the DUALSHOCK analog controller and the DUALSHOCK 2 analog controller.
- The ON/OFF of the vibration function can be adjusted in the Options Menu.

LEFT ANALOG STICK	Moves the Guideline Menu Select
RIGHT ANALOG STICK	N/A
◎ BUTTON [DIGITAL]	Flashes (marks) the captured flares Confirm Menu Select.
□/△ BUTTON [DIGITAL]	Releases the captured flares.
✕ BUTTON [DIGITAL]	Captures flares Detonates flares Cancels movement Confirms
MENU	Select
START BUTTON	Pauses game Menu Select

GAMEPLAY ELEMENTS

1	**SCORE**	Displays current score
2	**HIGH SCORE**	Displays current high score
3	**CATCH DISPLAY**	Displays captured flares
4	**CATCH MARK**	Captured flares
5	**CURSOR**	Moving indicator marking current position
6	**CATCH CURSOR**	Identifies flares that can be captured
7	**GUIDELINE**	Identifies cursor path
8	**MAP**	View of current position
9	**NEXT DISPLAY**	Displays next round of flares

10	**STARMINE INDICATOR**	Lists Star Items collected
11	**ENERGY METER**	Displays Energy level; Game is over when meter reaches zero



MAIN MENU

The following items can be selected in the Main Menu. Select items using the Left Analog Stick and press the ⊗ button to confirm.

GAME START	Starts the game
REPLAY	Replay mode (See page 25 for more details)
TUTORIAL	Rules of the game (See page 10 for more details)
OPTIONS	Game Settings (See page 5 for more details)
SAVE/LOAD GAME	Saving and Loading game data (See page 2 for more details)
EXTRA	Extra Menu unlocked through normal game
EXIT	Exit to the Title Screen

RULES OF THE GAME

After the Opening Movie is over, the Title Screen appears. Press the START button to advance to the Main Menu. Please read through the Tutorial Menu for a detailed walkthrough of the game. Select "Game Start" to begin the game.

Basic Rules	Explains the basic rules of the game
Advanced Rules 1	Describes the different types of flares and explosions
Advanced Rules 2	Describes Chain Reactions
Advanced Rules 3	Describes the different types of items and STARMINES
Two-Player Versus	Explains the basic rules a two-player versus game

HOW TO PLAY

The cursor is used to mark your current position and to identify the desired flare to be captured. The Guideline that extends from the floating Cursor indicates the direction of the Cursor. Using the Left Analog Stick, move the Guideline to the desired flare. The Cursor will move across the Guideline to the desired flare. Press the ⊗ button to capture the flare. The flares that can be captured are indicated by a Catch Cursor.

Catching the Flare

Seizing the flares with the Cursor is called a "catch." The Catch Cursor is displayed when there is a flare that can be caught at the tip of the Guideline. While the Catch Cursor is displayed, press the ⊗ button to move the Cursor across the Guideline and capture the flare marked with the Catch Cursor. The captured flares are marked with a Catch Mark and the color of that flare is added to the Catch Display. Press the ○ button to flash the captured flares. (At least 3 flares of the same color must be captured before you can flash them into an explosive extravaganza).

Catch Cursor

After you have captured at least 3 flares of the same color, you may successively catch more flares of the same color. However, flares marked with the Catch Mark cannot be captured again.

Match the Guideline to the flares and catch by pressing the ⊗ button.

Flashing

Detonating the flares is known as "flashing." Press the ○ button to flash (detonate) all of the captured flares when more than three flares of the same color are captured. Special items may appear when flares are flashed (detonated). (See page 20 for more details). The on-screen Catch Display will be highlighted to identify when flares can be flashed (detonated). When flares are flashed, the Play Meter

will replenish slightly. If you catch three or more flares of the same color, press the ○ button to detonate all of the captured flares.

Miss and Game Over

Both launched flares as well as captured flares will disappear after a certain amount of time. If the flares disappear before they are detonated, it is considered a Miss. The Play Meter will decrease each time you Miss a flare. If the Play Meter reaches zero, the game is over.

If the flare disappears without being caught, it is considered a Miss.

Successive Catch

You may successively catch flares of the same color. However, flares marked with the Catch Mark cannot be caught again. Refer to page 15 on catching Wild Flares.

Flares of the same color can be caught successively.

Cancel Movement

Press the ⊗ button while the cursor is moving across the Guideline towards a flare to Cancel the movement. Any previously captured flares are not affected by the initiated cancellation.

Release and Dribble

To release any previously captured flares press the △ or □ button. The released flare will remain in the sky longer than flares just launched. The technique to station flares on the screen longer is called a "Dribble." If you want to release a flare that cannot be flashed, press the ○ button to release. The flare will "Dribble" across the sky giving you another opportunity to capture the flare.

HOW TO PLAY

Stage Clear

If one stage is played to completion within a certain time, the stage is cleared. When a stage is cleared, the Play Meter is partially replenished, and the player advances to the next stage.

Color of the Flares

There are four types of colored flares - Red, Green, Blue and Wild. The color of the flares is indicated with icons on the Catch Display and the Next Display. Catch 3 flares of the same color or more, press the ◎ button to flash.

TYPES OF FLARES

Wild Flares

The multi-colored flares are known as Wild Flares. Wild Flares can be captured and used as any one of the colored flares. For example, if Red, Wild and Red flares are caught, the wild flare changes to red and can be flashed. You can catch any color flare after catching at least one Wild Flare.

The Wild Flare has to be the third in the chain or follow two colored flares in order to begin capturing another color flare. Example: Red, Red, Wild, Blue... not Red, Wild, Blue...

The Wild Flare can be used as any one of the colored flares.

17

TYPES OF FLARES

Pyro-Techniques

When flares are detonated without having first been captured or flashed, it is called a "Chain Reaction."

If a flare of the same color of a flashing flare is within a certain range, an explosive reaction occurs. The range and time of the explosive reaction differs depending on the type of flare.

PEONY	Normal explosion.
WILLOW	Long explosion time.
WIDE	Wide range explosion.
WILD	Normal explosion.
DAISY	Normal explosion.

SPLASH	Long explosion time.
MULTI	Multiple mini ball explosions.
STARMINE	Special bonus explosion.

Chain

Successive flashing of flares is called a "Chain." A Chain occurs when the interval between two flashing flares is within two seconds. Explosive reactions are also considered part of a Chain. For example, if two flares flash as a reaction to three red flashing flares, this is recognized as a five Chain.

When there is a flare of the same color flashing, it sets off an explosion.

19

TYPES OF FLARES

Daisy Chain

When different colored flares are flashed simultaneously, this is called a "Daisy Chain." If you have captured three or more flares and of those, the last flare on the Catch Display is a Wild Flare, you can then proceed to capture flares of other colors. This Daisy Chain creates an explosive reaction whereby all of the colored flashing flares are ignited. For example, if Red, Red, Wild, Blue, Blue and Blue are captured and then the three Red and three Blue flares are flashed, the surrounding uncaptured Red and Blue flares are ignited and detonated. In this case, you will have successfully detonated a two Daisy Chain.

The Daisy Chain requires more skill and you are therefore rewarded with higher scores than that of a standard Chain. This is "a must" if you're looking to obtain the High Score.

Special Items

Some of the flashed flares will release Special items that when captured and flashed, will emit special effects. These Special Items have unique properties similar to the Wild Flare. It can be substituted for any one of the colored flares, giving you an opportunity to execute a Daisy Chain if the combinations are right. Here are the following types of items:

FLARE BALL ITEM	Same as normal flares
BONUS POINTS	Increases scoring multiplication
ENERGY UP	Recovers the Play Meter
STAR ITEM	Item for the STARMINE

If the Special Item is released after being captured or is hit by an explosive reaction, it will shoot upwards to the top of the screen. If is not flashed within a given time period, it will disappear off of the screen. Unlike flares, the Play Meter is not affected.

21

TYPES OF FLARES

If Bonus Points are available during a Daisy Chain, the flashed flares may change their shapes.

There are several types of Flare Ball items. (Due to the difference in form when flashed, the design of the mark may differ).

STARMINE Gauge

The STARMINE Gauge lights up each time a Star Item is flashed. When all of the letters are lit, the STARMINE flare can be detonated. If the STARMINE flare is flashed, it is put into motion. The STARMINE flare has the same special qualities as the Wild Flare. It can be used as any of the colored flares and a Daisy Chain is possible, too.

When you enter a STARMINE, large quantities of flares are launched and the player has a chance to acquire a high score. There is a time limit for the STARMINE, and if any flares are missed, the remaining time decreases. The time

limit, colors and types of flares detonated during the STARMINE depend on the when it is flashed. During the STARMINE, Wild Flares and Special Items do not appear and the Energy Meter is not affected when you Miss. You can also gain more energy in a STARMINE.

STARMINES with 2 colors get higher points than 1 color and 3 colors get higher points than 2 colors.

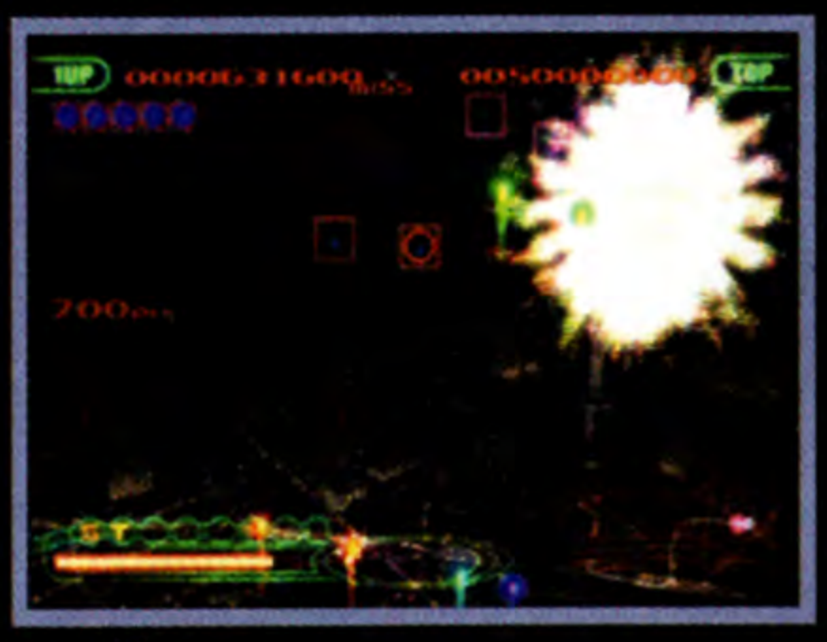
COLOR AND TYPES OF FLARES

The color and types of flares that are simultaneously flashed with the STARMINE flare will appear when you enter a STARMINE.

TIME LIMIT

The time limit is lengthened when advanced flashes, such as a large number of chains and Daisy Chains are flashed with the STARMINE flare.

2-PLAYER RULES



Flash the STARMINE flare.

STARMINE is put into motion.

2-PLAYER RULES

Objective: The player who flashes 600 flares first wins. The number of flares may be changed.

ITEMS

Star: Collect 8 to launch a STARMINE flare.

Move: Widens your playing field.

Reverse: Switches unflashed fire works and playing fields between Player 1 and Player 2.

2-PLAYER MENU OPTION SETTINGS

OTHER

The length of time in STARMINE mode will become longer if you flash several flares including the STARMINE flare simultaneously or if you flash another STARMINE flare while in STARMINE mode.

If you enter STARMINE during a bonus round, the flash counts will be doubled. This is your chance to dominate!

2-Player Menu Option Settings

Handicap: Use the LEFT/RIGHT Directional buttons or Left Analog Stick to set the handicap.

AUTO Handicap: Use LEFT/RIGHT Directional buttons or Left Analog Stick to set the auto handicap ON/OFF.

Game Set: Use the LEFT/RIGHT Directional buttons or Left Analog Stick to set the number of normal flashes.

Reset: Press the ⊗ button to return to the default settings.

REPLAY

In Replay mode, the replay data saved on a MEMORY CARD (8MB) (for PlayStation 2) can be played. Enjoy the various ways to play.

Saving the Replay Data

When a stage is cleared, the Replay data blocks can be saved onto the MEMORY CARD (8MB) (for PlayStation 2). Up to 12 Replay data blocks can be saved on the MEMORY CARD (8MB) (for PlayStation 2).

Playing the Replay Data

Once the data you want to play is selected from the Replay Menu, the replay data is initiated. Press the SELECT button or START button once to toggle between Normal Replay Mode and the Pause Sky View Mode.

Normal Replay Mode

Watch the replay with multiple camera angles and apply special effects.
Change the camera view by pressing the ○ button, ✕ button, △ button,

□ button and Directional buttons. Change the weather with the L1 button, toggle Map/Chain display with the L2 button, add special effects with the R1 button, toggle the Auto select camera ON/OFF and select between Colorful fire and Normal fire with the R2 button.

Pause Sky View Mode

Freezes all movement on screen.

Change camera angles using the ○ button, ✕ button, △ button, □ button and Directional buttons (Up, Down, Left and Right).

Change the weather using the L1 button, toggle the Auto select camera ON/OFF and change from Colorful Fire to Normal Fire using the R2 button.

Replay Pause Menu

Select from Cancel/Pause/Options and Return to Replay menu.

CREDITS

SCEA Staff

Producer
Grady Hunt

Assistant Producer
Donovan Soto
Sam Thompson

Executive Producers
Shuhei Yoshida
Connie Booth

Licensing Manager
Misako Usui

Director of Marketing:
Ami Matsumura-Blaire

Marketing Specialist:
Shelley Ashitomi

Legal and Intellectual Property:
Kirsten Costello
Lisa Lunger
Kerry Hopkins
Riley Russell

Promotions:
Sharon Shapiro
Janeen Anderson
Donna Armentor
Ami Brown
Aimee Duell

Public Relations:
Molly Smith
Ryan Bowling
Stephanie Iwamasa
Charlotte Panther

Music
Ashif Hakik
The Digital Bitphonic Orchestra

Quality Assurance Manager
Chris Caprio

Supervisors
Tim Duzmal
C. Morlang

Lead Analysts
Ramon Concepcion
Aaron Whitmore

Asst Lead Analysts
Tim Brown
Jose Cruz

QA Analysts
Tony Acosta
Sergio Castro
Demetrius Griffen
Seann Parker
Kelly Smith
Maurice Smith
Richard Umali
Tim Yokoo

Technical Coordinator
Ben Briones

Database Coordinator
Christian Davis

Creative Services
Marilyn Weyant
Josh Bingham
Peggy Gallagher
Ted Jalbert
Quinn Le
Marie Macaspac
John Diamonon

Developed by:
Sony Computer Entertainment Inc.

Designer:
Katsuyuki Kanetaka

Graphic Artists:
Shigeru Kurihara
Eisuke Shimizu
Ken-ichi Nemoto
Shinya Matsumuto

Programmers:
Toshio Fukui
Akihiro Taguchi
Toshitake Tsuchikura
Nobukazu Ohta

Sound Producers:
Takashi Fujisawa
Masamichi Seki

Sound Director &Sound Effects
Yasuaki Yabuta

Sound Data Programmer
Mitsuhiro Kaneda

Sound Engineer
Masanori Takada

Supervisor
Akihiko Shimizu
SOYTZER MUSIC INC.

Jyun Takahashi
VIRGO MUSIC INC.

Composer
Souichi Terada

Voice Recording Manager
Megumi Tamura
Tohokushinsha Inc.

Voice Dialogue Directors
Sara Shiono
Keiichiro Miyoshi
TOHOKUSHINSHA Inc.

Voices
Reni Hart
Noriko Kamimura

Movie Producer
Shuji Hiramatsu

Movie Directors
Hiromasa Horie
Takashi Nakayama
Mineko Yanagi

Movie Encoding Editor
Satoru Fukui

Movie

Movie Production
Freeways Co., Ltd.

Producer
Akio Katsuta

Director
Masatsugu Kamibayashi

Cinematography
Japan Vistick Inc.

Director of Photography
Homare Chiga

VE
Takashi Inoue

Assistant Camera
Daisuke Abe

Lighting Technician
Koji Watanabe

Assistant Lighting Technician
Hideyuki Osawa

Ultimate Operator
Yasujiro Iioka

Movie Studio
Studio Dollup

Program Director
Hiromichi Takahashi

Art
Cabin Inc.
Yoichi Yokoe
Kazumi Takano
Takako Mimaki

CAST
Lipromotion Inc.

Coordination
Keiko Sumiyoshi

Interpreter (Translation) Manager
Tsukasa Wada
Erick Picles
Cord Cartlidge
Patricia Kennedy
Brittney Sparks
Ryan Stuart
Chelsy Fields
Heidon Stokes

QA Staff
Kazunari Mikawa
Yuki Sato
Aiko Komatsu
Satoshi Uchida
Takeshi Kiroku
Keiichi Yamashita
Tatsuki Hashimoto

Overseas Coordinator
Mikiko Okai
Maya Nakamura

Marketing
Masatsuka Saeki
Megumi Hosoya
Hiroko Wakunaga

Special Thanks
Akira Sato
Toshiyuki Miyata
Shuhei Yoshida
Naoya Sugihara
Moni Moni
Members

Assistant Producers
Masatoshi Tsuneoka
Shingo Takahashi

Producer
Katsuyuki Kanetaka

Executive Producer
Susumu Takatsuka

WARRANTY

Special Thanks:

Bruce Adams, Claudette Castillo, Ron Eagle, Scott Duchon, Butch Freedhoff, Brian Hale, Phil Harrison, Kaz Hirai, Andrew House, Ian Jackson, Jerry Jessop, Julian Katz, John Koller, Chuck Lacson, Rich LaRocca, Grant Luke, Colin MacLean, Frank O'Malley, Christine Mouchamel, Glenn Nash, George Richard, Jonathan Riess, Maggie Rojas, Steve Ross, Jack Tretton, Lew Willig, Toney Wong, Kim Yuen, Mark Valledor, Pyramind Sound, JAM Advertising

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

FantaVision is a trademark of Sony Computer Entertainment Inc. ©2000 Sony Computer Entertainment Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.